

Listing of All Claims

Claims 1 – 10 (canceled).

11. (Previously presented) A method for identifying network delay, comprising:
receiving tones that represent a sequence of bits, one of the bits identified as a
reference bit;

sampling the tones beginning at a selected sample start time;
demodulating the tone samples to identify the bit values in a synchronization flag;
synchronizing with the tone samples by shifting the sample start time until the tone
samples generate an optimum synchronization value; and
deriving a reference time according to the reference bit at the optimum
synchronization value.

12. (Previously presented) A method according to claim 11 including:
identifying an initial time when the reference bit is first transmitted to a mobile
station;

receiving the sequence of bits back from the mobile station;
synchronizing with the sequence of bits;
identifying a final time when the reference bit is received in the synchronized
sequence of bits; and

deriving a delay time by comparing the initial time with the final time.

13. (Previously presented) A method according to claim 11 wherein the tones are
received over a voice channel in a wireless cellular network.

14. (Previously presented) A method according to claim 11 including:
sampling the tones for a first frequency representing a binary 1 value;
sampling the tones for a second frequency representing a binary 0 value;
generating synchronization values by comparing the tone samples for the first
frequency with the tone samples for the second frequency; and
shifting the sample start time for the tone samples for the first frequency and second
frequency until the optimum synchronization value is derived.

15. (Previously presented) A method according to claim 14 including deriving the
reference time by identifying one of the tone samples at the optimum synchronization value
associated with the reference bit.

16. (Previously presented) A method according to claim 11 including formatting the sequence of bits into a packet and synchronizing with the sequence of bits in the packet.

17. (Currently amended) A method ~~system~~ according to claim 16 including inserting bits in the packet that identify a turn around time representing an amount of time required to process the packet containing the sequence of bits.

18. (Currently amended) A computer readable medium containing code executable on a processor for identifying network delay in a communications network, the stored code comprising:

code adapted for controlling the processor to receive tones that represent a sequence of bits;

code adapted for controlling the processor to sample the tones beginning at a selected sample start time;

code adapted for controlling the processor to demodulate the sampled tones back into bit values representing the sequence of bits;

code adapted for controlling the processor to synchronize with the sequence of bits by shifting the sample start time until the sampled tones generate an optimum synchronization value; and

code adapted for controlling the processor to derive a reference time according to the sample start time at the optimum synchronization value.

19. (Currently amended) ~~Code~~ A computer readable medium containing code executable on a processor according to claim 18 including:

code adapted for controlling the processor to identify an initial time when the sequence of bits are first transmitted;

code adapted for controlling the processor to receive the sequence of bits back from a remote station;

code adapted for controlling the processor to synchronize with the returned sequence of bits;

code adapted for controlling the processor to identify a final time according to the synchronized returned sequence of bits; and ~~deriving to derive~~ a network delay time by comparing the initial time with the final time.

20. (Currently amended) ~~Code~~ A computer readable medium containing code executable on a processor according to claim 18 wherein the tones are received over a voice channel in a network.

21. (Currently amended) ~~Code~~ A computer readable medium containing code executable on a processor according to claim 18 including:

~~code adapted for controlling the processor~~ to sample the tones for a first frequency representing a binary 1 value;

~~code adapted for controlling the processor~~ to sample the tones for a second frequency representing a binary 0 value;

~~code adapted for controlling the processor~~ to generate synchronization values by comparing the tone samples for the first frequency with the tone samples for the second frequency; and

~~code adapted for controlling the processor~~ to shift the sample start time for the tone samples of the first frequency and second frequency until the optimum synchronization value is derived.

22. (Currently amended) ~~Code~~ A computer readable medium containing code executable on a processor according to claim 18 including:

~~code adapted for controlling the processor~~ to receive a packet having a preamble that identifies the sequence of bits; and

~~code adapted for controlling the processor~~ to synchronize with the sequence of bits in the packet.

23. (Currently amended) ~~Code~~ A computer readable medium containing code executable on a processor according to claim 22 including ~~code that inserts for controlling the processor to insert~~ bits in the packet that identify a turn around time representing an amount of time required to process the packet containing the sequence of bits.

24. (New). A computer readable medium containing code executable on a processor according to claim 22 wherein the processor is disposed in a cell phone.